

TGObject
fId
fClient
fgIsA
@~TGObject
operator=
TGObject
TGObject
GetId
GetClient
Hash
IsEqual
Class
Class_Name
IsA
ShowMembers

TGWindow
fParent
fNeedRedraw
fName
fgCounter
fEditDisabled
kEditEnable
kEditDisable
kEditDisableEvents
kEditDisableGrab
@~TGWindow
TGWindow
TGWindow
operator=
DoRedraw
TGWindow
TGWindow
GetParent
GetMainFrame
MapWindow
MapSubwindows
MapRaised
UnmapWindow
DestroyWindow
DestroySubwindows
RaiseWindow
LowerWindow
IconifyWindow
ReparentWindow
RequestFocus
SetBackgroundColors
SetBackgroundPixmap
HandleExpose
HandleEvent

TGFrame
fX
fY
fWidth
fHeight
fMinWidth
fMinHeight
fMaxWidth
fMaxHeight
@~TGFrame
GetLastClick
GetSender
Draw3dRectangle
DoRedraw
GetResourcePool
GetOptionString
StartGuiBuilding
GetDefaultFrameBackground
GetDefaultSelectedBackground
GetWhitePixel
GetBlackPixel
GetBlackGC
GetWhiteGC
GetHighlightGC
GetShadowGC
GetBckgndGC
TGFrame
TGFrame
TGFrame
operator=
DeleteWindow
ReallyDelete
GetEventMask
AddInput
RemoveInput
HandleEvent
HandleConfigureNotify
HandleButton
HandleDoubleClick
fBorderWidth
fOptions
fBackground
fEventMask
fFE
fglInit
fgDefaultFrameBackground
fgDefaultSelectedBackground
fgWhitePixel
fgBlackPixel
fgBlackGC
fgWhiteGC
fgHighlightGC
fgShadowGC
fgUserColor
fgIsA
fgLastButton
fgDbx
fgDby
fgDbw
fgFrameElement
fgFrameElement
fgContains
fgMapWindow
fgMapRaised
fgUnmapWindow
fgRequestBorder
fgDrawCopy
fgChange
fgIsActive
fgIsComposite
fgIsEditable
fgSetEditable
fgSetLayoutBroken
fgPrint
fgSaveUserColor
fgSavePrimitive
fgDelete
fgDrawClone
fgDrawClass
fgDump
fgInspect
fgSetDrawOption
fgClass
fgClass_Name
fgIsA
fgShowMembers

TGedPatternFrame
fMsgWindow
fActive
fPattern
fgGC
fTip
fTipText[5]
fgIsA
@~TGedPatternFrame
DoRedraw
TGedPatternFrame
HandleButton
HandleCrossing
DrawBorder
SetActive
GetPattern
SetFillStyle
Class
Class_Name
IsA
ShowMembers
Streamer

TQObject
fListOfSignals
fListOfConnections
fgIsA
@~TQObject
EmitVA
Emit
Emit
Emit
Emit
ConnectToClass
ConnectToClass
CheckConnectArgs
TQObject
operator=
TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
EmitVA
Emit
Emit
Emit
Connect
Disconnect
HighPriority
LowPriority
HasConnection
NumberOfSignals
NumberOfConnections
Connected
Disconnected
Destroyed
ChangedBy
Message
Connect
Connect
Disconnect
Disconnect
LoadRQ_OBJECT
Class
Class_Name
Class
ShowMembers